

N I N T E N D O

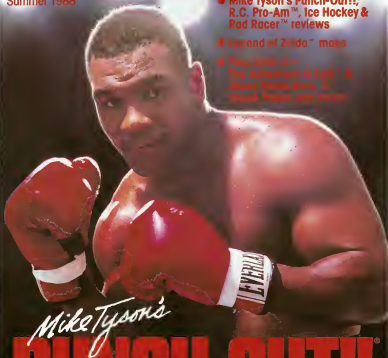
POWER FLASH

Summer 1988

• Mike Tyson's Punch-Out!!®
R.C. Pro-Am™, Ice Hockey &
Rod Racer™ reviews

• Legend of Zelda™ maps

• Plus: Zelda II—
The Adventure of Link™ &
Super Mario Bros. 2™
GamePro's pick of the month



Mike Tyson's
PUNCH-OUT!!



IT'S HIGH NOON. YOU'RE ALONE. YOU'RE QUICK OR YOU'RE DEAD.



LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
entertainment
system



CAPCOM'S OTHER
EXCITING TITLES INCLUDE

Commando • 1942
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Ghosts 'n Goblins

It's a bad day at Hicksville. In *Gun.Smoke*, you're lightnin' quick, gun-totin' Billy Bob. Come home to find your peaceful mining town overrun by no-good varmints. So you'd best be gettin' to work.

The action comes fast and furious. The pressure is intense. The excitement builds. Your reactions must be honed and ready. Your thinking sharp and clever.

That's *Gun.Smoke*. Nonstop action just like the original arcade game. With all the dazzling graphics.

So gather up your courage. And load up *Gun.Smoke* today.

CAPCOM

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Distributed by **BEAMSCOPE**+

From the top

The name of the game is excitement!

Welcome to the first issue of the **Nintendo Power Flash**. It's action and information-packed, and created especially for Power Club members like you!

Playing video games is how we have fun, but more than that, it's how we get our adrenaline pumping and our nerves tingling. And the **Nintendo Power Club** and **Power Flash** help make your games play even more exciting.

This issue starts things off with a punch. Any time Mike Tyson is on the scene you can count on flying fists, fancy footwork and furious fight action. Mike Tyson's **Punch-Out!!** is fast becoming one of the most popular games ever for the NES. If you haven't tried it yet, this issue's review will show you what you're missing. If you have, it'll help you get more out of the game.

Of course, **Punch-Out!!** is only one of the outstanding games covered in this issue. We're taking our act on the road, with **R.C. Pro-Am** and **Rod Racer**, two completely different driving games that test your skill and your courage. And if you think NHL action is fast, wait till you see Nintendo's

new Ice Hockey. Do you have what it takes to be a hard-checking, sharp-shooting hockey star?

That's the great thing about playing **Nintendo®**. You can compete in ways most people only dream about—in the ring, on the ice, on the road, even in imaginary lands like Hyrule. (And wait till you see this issue's map of Hyrule—it shows just about everything except where Zelda is being kept.)

Plus there's **Metroid™**, **Super Mario Bros. 2**, **Zelda II—The Adventure of Link**, and much more. So get set for some of the best reading around—the **Nintendo Power Flash**—where the name of the game is always excitement!

Guy Martin

Guy Martin
Editor-in-Chief

PS: If you're having trouble with a game, call our Game Counsellors at (416) 253-PLAY. It might be a long distance call, so check with your parents first.

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Since this is the first issue of **Nintendo Power Flash**, we haven't received enough votes to compile a Canadian Top 5 list. For now, we present the latest survey from our friends in the U.S.

To help ensure our next issue reflects Canada's favourites, register your Top 5 video games now. Just jot them down in order of preference on a postcard and send them to:

Nintendo Power Club, Top 5,
P.O. Box 902, Station U, Toronto,
Ontario M8Z 5R5.

TITLE	POINTS
1. Mike Tyson's Punch-Out!!	359
2. The Legend of Zelda	328
3. Super Mario Bros.	283
4. Metroid	228
5. Kid Icarus	192

Points system: A 1st choice vote counts for 5 points, 2nd choice scores 4 points, 3rd choice scores 3 points, 4th is good for 2 points and 5th choice is worth 1 point.





Bring home the arcade hit that packs more punch than ever!

Punch-Out!!, the arcade original, was such a huge success, we brought it home to your Nintendo Entertainment System! But we made it even better! It packs a Mike Tyson power punch as well as featuring formidable new fighters from around the world.

Mike Tyson's Punch-Out!! has eleven fighters including the World Heavyweight Champ. They're the biggest, meanest, toughest opponents around. You'll see some of your old favourites, but watch out! They have new moves! And they are all just waiting to take you on.

Master real boxing moves

You'll discover each fighter has his own fancy look-alike and fighting style. To win, you'll have to learn and master real boxing moves and deliver them with power!

The ultimate—a dream bout with Mike Tyson

Dodge and block. Deliver a quick left jab, or stagger your opponent with a powerful upper-cut. Counter with rapid left body blows. Unleash a flurry of lightning-fast right and left jabs.

By the time you take on the champ, you've learned a lot of moves and tricks. But Mike Tyson is a whole new opponent. He didn't get to be heavyweight champ by being Mr. Nice Guy, and neither can you. Here are a few pointers to help you work up to the ultimate challenge: your shot at taking the title from Mike Tyson.

The fight starts here

You are Little Mac, ranked #3 on the Minor Circuit. You're going to have to fight your way to the top through the World Video Boxing Association's (WVBA) Circuits—Minor, Major and World—with tougher and meaner fighters challenging you every step of the way. For instance, in the Minor Circuit, you'll face Glass Joe from Paris, France and mighty Van Kleser from Berlin, West Germany. You'll have to face King Hippo and Bold Bull in the Major Circuit—a couple of fast-punching veterans. Super Macho Man and others await you with hard-to-duck knockout punches in the World Circuit. Your goal is to become World Heavyweight Champion and make boxing history.

time you become a Video Boxing Circuit champ. You can use it to start your game from the bottom of the Major or World Circuits. This way you can save your strength, and you won't have to lose the ground you fought so hard to gain.

- Press the "A" and "B" buttons quickly, to gather, after a knock down and you're on your feet more quickly than you thought possible.
- Duck a fast right hook by pressing "Down" on the controller rapidly—a hot feature from the original arcade classic.
- Regain that old fighting spirit between rounds. When your Trainer, Doc, rubs your shoulder, press your select button to make him rub faster and give you more energy to go the distance.
- Know your opponent. For example, you can send King Hippo back to the jungle with the old "one, two"—a punch to his head when he opens his mouth followed by repeated punches to his belly. With Don Flamenco, throw a punch, then dodge, then "robbin'" punch. Protect yourself carefully against the Great Tiger's magic punch. Time your blocks and then give the KO!

Put yourself in the ring

Can you punch, dodge and jab your way to the fight of the century? Are you up to the challenge? Find out. The fans will be on their feet when you take on Mike Tyson!

How to win: Pointers from the pros

- Be an NES circuit champ with the help of the new "Pass Key." It's given to you each



The opponent faces a Little Mac attack of quick punches.

Little Mac lands a winning blow for the big KO!

By the look of things, Little Mac's trouble.

TIPS, STRATEGY, PRACTICE AND FANCY FOOTWORK

**Pakee Honda**

Wield Pakee Honda's eye beams, they dodge!

**King Hippo**

Use King Hippo the old cannon!

**Boid Bull**

Lower his bulk with a charge with a belly punch.

**Super Macho Man**

Bring in everything with his strength.

**Mike Tyson**

Only a mind-cage fighter can follow in Mike Tyson's

R.C. PRO-AM™

Can you handle the excitement, the power, the timing?

This is R.C. racing that's as real as you can get without being at the controls...twists, turns and blood-curdling rolls against tough, nonstop competition.

You'll battle around every corner, soar along every straightaway, race bumper-to-bumper against three other red-hot R.C. race cars. And just when you think you're ahead, your competitors power up and pull out. One wrong move or a badly negotiated corner, and they're in the lead.

The ace race: how to win

When you steer right, you expect to go right, right? Wrong! With R.C. driving, if your car is coming towards you (down the video screen) and you steer right with your controller, your car goes to its right, which is left on the video screen.

R.C. PRO-AM has 32 exciting tracks with a fantastic variety of curves, hazards and helpful items for a potential 64 exciting races. Look for "tune-up" items to boost your cornering ability, acceleration or speed. Drop Bombs on cars behind you and use Missiles to blast your competitors in front! Collect Star Ammo to resupply your weapons.



The Roll Cage is great for tracks that are slick with oil. High-performance Sticky Tires help you avoid skidding and crashing. Zippers give you extra speed. Go after them every chance you get!

But beware — the tracks have all kinds of hazards too. Puddles, oil slicks, rain squalls and pop-up barriers can all spoil a winning game. Steer clear of skulls too; they diminish your valuable supply of weapon ammo.

The best items to get are the bonus letters. If you collect enough to spell "Nintendo" you qualify to race a hotter style of R.C. car. Good drivers easily qualify for a "4-Wheeler", but only skilled R.C. drivers are good enough to get a super fast "Off-Roader". Are you?



Use the Roll Cage to avoid skidding.



Use the Roll Cage to avoid skidding.



Use the Roll Cage to avoid skidding.



Use the Roll Cage to avoid skidding.

ICE HOCKEY

Where it takes icy determination and skill to win

You flash down the ice, crough for a fake pass, then pour on the speed. With unerring accuracy, your puck rockets past the goalie. But before you can bask in the glow of victory, a bad loser on the other team tries to pick a fight with you. This is **Ice Hockey**—the real thing brought to video by Nintendo!

Know your players

First, you choose your international team. There's Lanky, a loll, mean hockey machine who is especially tolerant at

the faceoff and breakaway. But he's not your man when it comes time to score. He won't rocket any slapshots past the goalie. Fatso is the strongarm of the ice with a shooting record that's unmatched. Your best strategy is to set up the shot, then lead him the puck for the grand slam. Pee-Wee is an average player with lots of enthusiasm.

Strategy counts

Speed, timing and smarts are what it takes to win this game and skate to victory. Choose from five action speeds, and set the length of period you prefer—seven, ten or fifteen minutes.

You can take a shot on goal by tapping the "B" button. Give the "B" button a longer tap for maximum shooting speed. Pass to your teammates to set up the perfect play. Use a bodycheck to knock an opponent to the ice. The "B" button also lets you change the movable player to one that's closest to the puck. The excitement never stops, because it's always hockey season with **Ice Hockey**, the hottest game on ice—from Nintendo!



RAD RACER™



Feel the power of racing on the edge!

Get behind the wheel of Rad Racer and feel the thrill, power and challenge of real cross-country rally racing.

Start with your choice of race car. Hop into a Ferrari-type 328 Twin Turbo Coupe or the Indy 500-style F-1 Machine and bottle it out with progressively tougher modified street machines. Start side-by-side with a Volkswagen and end up head-to-head with Corvettes, Lamborghinis and Porsches.

City lights and night sights

Eight separate harrowing courses await you in Nintendo's hot new racing game. Start out by the sea with gritty, slippery sand dunes under your wheels. Then slide into the tight curves and twists of the Sunset Coastline. Head out to the

desert and the treacherous challenges of the Grand Canyon. If you're still on track and in the driver's seat, can you see your way across the finish of the Los Angeles Nightway?

It's not just pedal-to-the-metal speed that makes Rad Racer so competitive. The "A" button is for gas, "B" is for brake, but "G" is for the guts it takes to hang it out in a full throttle power slide or a rapid deceleration brake job.

Use the right/left controller to steer your machine through hairpin turns and slippery curves. Need a shot of super speed? Push and hold the controller up for a turbo charge. You're clocked between checkpoints on each course, but only the best drivers make it. Timing is everything. Too slow and you're disqualified, too fast and you're history!

Hot Dates

Mark your calendars. Then keep your eyes peeled. Because Konami is introducing 5 awesome new games for your Nintendo Entertainment System®

 **KONAMI®**

COMING IN

Aug.

Soar to the galaxy's rescue in your sleek RoadBrush space destroyer and blast into the guts of Zelos, an all-engulfing, planet-eating alien who's hungering to take a bite out of you.

LIFE FORCE™

COMING IN

Oct.

Venture to the armed estate of dat Gangster King of Bourbon Street, where 3 of the most awesome video experiences explode into one mean swamp stompin' adventure—as you wrestle gators, zap mobsters, and do a lotta drivin' and shootin'.

THE ADVENTURES OF
BAYOU BILLY™

COMING IN

Oct.

Head to scenic Transylvania, with its demon plagued forests, and dagger infested graveyards and follow clues from cowardly villagers until you duel to the death with the Prince of Darkness himself.

Castlevania II
Simon's Quest™

COMING IN

Nov.

Challenge yourself in the grandest sporting spectacle since the golden age of Greece—with 15 breathtaking events, including Tackwondo, pole vaulting, and fencing.

TRACK & FIELD II™

COMING IN

Dec.

Sharpen your skates and polish your puck, then slash onto the ice for full speed, bone-jarring hockey, complete with fist fights and power plays. From the creators of Double Dribble™.

BLADES OF STEEL™

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Distributed by **BERMSCOPE**®



The maps for the Overworld and Underworld along with other helpful hints will aid you in your quest to conquer Link's arch enemy, the evil Ganon.

Sword



He gives to you right away

The Overworld

Use And For ?

Push And For ?



Are you ready for round two?

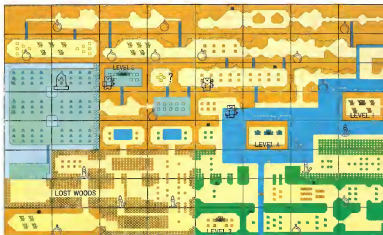
The Underworld



Level 3



Level 4



White Sword



He gives to you only if you have five hearts.

Magical Sword



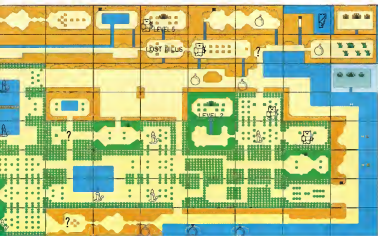
He gives to you only if ...?



Level 5



Level 6



PRO'S CORNER

METROID™

The Bridge over Tourian

If you find and defeat two Mini-Bosses in Brinstar and Norfair, you can build the bridge from the corridor to Tourian.

Shoot the two statues with your laser beam. They are in a room on Corridor Number Two.

The two statues will rise after you shoot them, building the bridge to Tourian.

Good luck in Tourian!



Rapid fire trick without missiles

Push B and Select simultaneously for rapid fire. You can only do this when you don't have missiles.

There is another way to rapid fire. Hold the B button down for continuous fire power.



Another way to Tourian

The regular way to Tourian is shown above, but there is another way.

Use Rio from the next room, and then freeze Rio with your ice beam, and jump on top of him. Make Samus small and round and then set a bomb.

After the explosion, climb up to Tourian. When the explosion throws you up, move left towards the blue door to Tourian.



Crawl up walldoors

Open a door and stand in the opening. Let the door close on you. Without budging left or right, move the control pad rapidly up and down and press A to jump. Samus will crawl up the wall! This trick, however, can be fatal! Beware, NES Advantage users: turbo your A button and hold it down. It's a surefire way to do the trick.



REVELATION

Big success in treasure rooms

There are treasure rooms in Stage 1 Underworld and Stage 2 Overworld with Big Hearts, Hammer, and one of the many Sacred Treasures.



For Stage 1, see above photo and the table Pattern 1. Shoot 1, then 2. If both 1 and 2 are hearts, shoot 3 next.

1/3 is a heart, then A, you be shot last. If 3 is a heart, it's possible you lost. If either 1 or 2 is a hammer, shoot C or D next according to the table.

1	♥	A
2	♥	T
3	♥	
1	♥	B
2	♥	
3	♥	
1	♥	C
2	♥	
3	♥	
1	T	D
2	T	
3	T	

Pattern 1

Pattern 2



Stage 2 is the same as Stage 1. See table labeled Pattern 2.

SNEAK PEEKS

ZELDA II—The Adventure of Link™

In this exciting sequel to *The Legend of Zelda*, Link is full grown and Ganon is back with more evil plans than ever.

The story of *Zelda II—The Adventure of Link* is based on the hit video game, *The Legend of Zelda*. In this first story, a brave lad named Link saves the faraway land of Hyrule and its fair Princess from Ganon—one of the most evil characters in history. Link's quest takes him through the vast reaches at the Overworld and into the mazes of the Underworld. And ultimately brings him to the final battle—and victory!

Ganon returns

Once again, the tranquility of Hyrule is threatened by evil. Ganon has returned. And he has cast a sleeping spell on Princess Zelda and conquered Hyrule with his terrible power. But there's hope. Link is now full grown. He's tall and strong. His wits are sharp and his battle skills refined. And he's ready to meet his arch enemy.

New challenges. Many changes have come to pass in this continuing saga of Link, Zelda and Ganon. You'll have to master new terrain in both the Overworld and Underworld. There are many new characters to help and hinder your

progress. And there are even more deep-play challenges of interactive video with maps to make, items to buy and things to remember. Again Link must do battle with the evil one. This time, Ganon is stronger and more crafty than ever. But so is Link!

A tricky task. Your challenge as Link is to go in search of the six palaces of the land of Hyrule. You must find six gems and return them to the lordheads of six stone statues. It's not an easy task. Only if you are brave and wise will you be able to defeat Ganon's agents which infiltrate the palaces. Then you must revive the sleeping princess.

The action takes place in both a vertical (like *The Legend of Zelda*) and a horizontal (like *Super Mario Bros.*) perspective. You travel from town to town gaining strength and knowledge on your courageous quest for the six palaces.

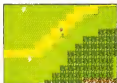
But proceed with caution! Be sure you always have enough magic power, life strength and money. You may find useful items hidden in dark caves, or make friends in a town who give you aid. Whatever you do, you must be prepared



when you enter the palaces. Ganon's henchmen will have you for dinner.

From desert to forest, dark tunnel to swampland, Hyrule is a dangerous place to travel. But if you are strong enough, you will be the one who survives to beat Ganon, and rescue the princess. The challenge is even greater this time.

Solid gold adventure. Just like *The Legend of Zelda*, *Zelda II—The Adventure of Link* game comes in a distinctive gold metallic case, the Gold Pak. Also like *Zelda*, you can save your game accomplishments thanks to a lithium battery.



This territory has new challenges.



Friend or foe, and what does he know?



You may find help here, or you?

SUPER MARIO BROS. 2™

If you liked all the fast action and adventure of the original *Super Mario Bros.*, get ready for a whole new world (or shall we say worlds) of adventure in *Super Mario Bros. 2*.

You'll run, jump, duck and race your way through all kinds of new and challenging terrain, including deserts, mountains, creepy underground caverns and plenty of other exciting scenes—all loaded with hidden surprises and a totally new cast of wily enemies.

In *Super Mario Bros. 2*, you have the choice of two different characters. There's the one and only Mario, his truly brother Luigi, a peppy Mushroom Reflector and the regal Princess Toadstool. Each one has special tricks and capabilities. And you'll need to learn them all if

you're going to make it through these chalking scenes of fast-action fun.

For example, Mario moves faster than Luigi, but "floating" Luigi jumps higher. The Mushroom Reflector is the ideal size for squeezing through tight spots. And Princess Toadstool floats through enemy territory with the greatest of ease.

So keep your eye out for more fast action than you ever thought possible. This time it's *Super Mario Bros. 2*. Coming soon from the "power players" of Nintendo.

Member's Forum

Welcome to **Member's Forum**, the section where you get to air your views, reviews, comments and opinions.

For our first issue, while we're waiting to hear from you, we're going to take the opportunity to introduce you to our Nintendo game counsellors, and check out some of their favourite games and playing tips.

As well, we'll give you a few brain teasers for between bouts with Mike Tyson, plus a couple of numbers you might want to know. First, meet our counsellors.

METROID

by Brian Zimmermann

Becoming a Nintendo games counsellor takes years of playing experience, and Brian is no exception. Recently he's been totally wrapped up in *Metroid*, and we asked him about some of the pitfalls to watch out for when stalking the Mother Brain...

"The one thing you have to make sure you **don't** do in this game is get frustrated. There are a lot of mazes. Some mazes lead to treasures, and some lead to nowhere. My advice is to make a map of each maze you enter, and remember how you got in or you may get lost."

"If you have the NES Advantage™ hand controller, you can use the Turbo button for rapid fire, but you'll need a lot of missiles, so pick up as many as you can."

"One other tip – Kraid, the first Mini-Boss of Brinstar, has a phony double. So if Kraid dies after only a few missiles, you know you got the wrong one. You'll need at least 20 to 25 missiles to kill the real Kraid."

THE LEGEND OF ZELDA

&

SUPER MARIO BROS.

by Jane Haggatt

Jane is our senior counsellor. That's why she gets to talk about her **two** favourite games. (Seniority does have its privileges.)

"One of the trickiest parts of *Legend of Zelda* is defeating Gohma. While Gohma only requires one shot with an arrow to defeat, he must be hit directly in the eye **when his eye is open**."

"When you're entering the room, have your arrow ready and fire it **immediately** as the scroll is completed. Gohma's eye will be open and he will be directly in line with the door. An arrow at this time will do the dirty deed."

And for *Super Mario Bros.* fans, Jane has these words of advice...

"There's a way you can actually change a coin room into a Warp Zone. Get the boarstak to the Warp Zone in 4-2. Walk to the right until only a third of the Boarstak box remains. Jump up to the Boarstak and walk left. Go down the short pipe, and it will be the Warp Zone to 6, 7 and 8 instead of a coin room."

"And, if you're having trouble with the Hammer Bros. or with Hammer-throwing Bowser,

get as close to them as you can. The hammers will go over your head. Then you can run under them, or attack when they jump."

MIKE TYSON'S PUNCH OUT

by Sylvain Amyot

Sylvain is our "officially bilingual" counsellor. That means he can help set you right in both of Canada's official languages. In his opinion, *Punch-Out!* is the world's #1 boring game, and he should know—he's played it enough.

"Something you shouldn't overlook is the advice your coach gives between rounds. It can be very helpful. For example, when you are fighting in the minor circuit against big, fat, ugly King Hippo, your coach will be telling you to watch for his 'big mouth'. That means every time King Hippo opens his mouth before punching, you should hit him in the face. He'll protect his teeth (because he loves to eat) and you'll get at least five or six good hits at his belly."

"One other thing—when you get to Mike Tyson, watch for his eyes. And, so I don't spoil the challenge, that's all I'll say for now."

We have one more counsellor, Steve McCoy. Steve works the evening shift, and we'll have some comments from him about *Kid Icarus* in our next issue. And to find out how you can talk to our game counsellors, see the section below on "handy numbers to know."

Remember, the page is called **Member's Forum**, so send us your reviews of your favourite games. Write: Member's Forum, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5. We're waiting to hear from you!

POWER PUZZLE

Game Name Scramble:

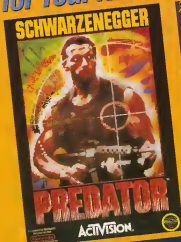
- | | |
|--------------------|------------------|
| 1. MOWADHOO | 6. CUOKTUNH |
| 2. ORA GARRE | 7. XEREBZICCI |
| 3. STANENYCAA | 8. GHKUUF |
| 4. GLENEO FO LOZAE | 9. GORSNFA ELIXA |
| 5. KRAADION | 10. HMAC OERRI |

Some handy numbers to know...

If you're stuck at a certain point in a game, call **(416) 253-PLAY** between 8 a.m. and 8 p.m. Eastern time, Monday through Friday and 10 a.m. to 6 p.m. Saturday. One of our expert game counsellors will help solve the problem. But remember, if you're outside the Toronto area, that's a long-distance number, so keep that in mind when you call.

Second, the number to call if you're having problems setting up or understanding the NES is **(416) 252-GAME**. You can call this number **collect**. The main thing is that you get as much fun as possible from your Nintendo Entertainment System.

3 Hot New Games for Your Nintendo



Predator

The deadly alien creature that skins men alive and collects human skulls. Just for the thrill of the hunt.

- 30 stages of raw, blazing action as you blast your way through the crawling-with-death jungle
- Awesome firepower at your command, including machine guns, grenades and laser rifles



Exploration and Adventure in the Land of the Living Dead

A journey through a terrifying underworld

- Blast and blast your way through 6 enormous levels filled with living, crawling, fire-breathing zombies
- Build your character and collect weapons, bombs and lightning bolts, plus treasure chests of magic and gold



It's a Classic!

Pitfall® really takes the Nintendo by storm

- Over 270 screens, with danger at every turn, every turn every plunge into the unknown
- Pitfall® frogs, bats and snakes, scorpions and skeletons! Live pits, deadly candies, and real-life friendly characters await you

ACTIVISION

Distributed by **BERNARDINI**

Available on Nintendo
Game Boy

Nintendo
GAME BOY

MAIL BAG



Dear Nintendo,

I would like to have a Nintendo Power Club membership. I have one question... I heard they have a book called The Official Nintendo Player's Guide. If you know anything about this book, please tell me about it. I think they don't sell it in Canada, only the United States.

Joban Wilson
Willowdale, Ontario

It's true, The Official Nintendo Player's Guide hasn't been available in Canada up till now. However, it should be available at your local Nintendo dealer within the next couple of weeks (if he doesn't have it already). And, of course, anyone who enjoys Nintendo games is welcome to sign up for the Power Club. The number to call is area code 416 253-PLAY (7529). But remember, if that's a long-distance call for you, long-distance charges will apply.

Dear Nintendo,

H-E-L-P! I'm stuck, thwarted, frustrated, etc. I am in the second half of The Legend of Zelda. I have completed the first 3 levels, bombed every wall in every room, but I cannot find my bow. Therefore, I cannot shoot any arrows. Besides not finding my BOW, I can't locate the BLUE RING and the LETTER to the "Little Old Lady".

I am a 63 year old great-grandmother whose only other experience with any video game was long ago on one of the [original video game systems], so you know I am a complete novice.

As to ZELDA...I restrict myself to playing only after supper, and find I get more housework done to avoid feeling guilty about playing every night.

...if I cancel myself in the second half, does it wipe out everything back to the beginning of the first half? Also, when will ZELDA II be available in the Ottawa-Hull area? How do I defeat those "bubble" red and blue things in Level 4 that

make my white sword totally inoperative?

Please reply as soon as possible...my sanity is at stake!
Mrs. Patricia K. Leon
Aylmer East, PQ

Whew! First of all, if you cancel yourself in the second Quest you find yourself back at the beginning of the first Quest. If you have accidentally or intentionally eliminated your player, all you have to do is name your player "Zelda" and you will find yourself back at the beginning of the 2nd Quest.

Unfortunately, the Bow Mrs. Leon is searching for in Level 3 is found in Level 5. With regard to the Bubbles: the red bubbles steal your fire power at sword for 20 minutes, and the blue bubbles heal your fire power. The ones that flash red and blue only stun for a few seconds.

Zelda II—The Adventure of Link should be available in your local store this Fall. We suggest you check periodically. I can tell you that all Legend of Zelda fans are going to love Zelda II as much as, if not more than, the original. So stay true to the Quest—great things await you!

Dear Nintendo,

I am pleased to say I am an owner of your Nintendo games and have found special pleasure and a challenge in your "Zelda" cartridge as well as enjoying the "Golf" game.

The purpose of this letter is to see if you have or if you plan to have other challenging games along the "Zelda" line. Also, do you have any valuations to the golf game...

... Thank you for your co-operation

P.S. My wife, who was never keen on video games is now "hooked" on Zelda. That is a feather in your cap.

Larry Soler
Carlton Place, Ontario

See this issue's "Sneak Peaks" for more on Zelda II—The Adventure of Link. It really is great stuff! As for Golf...there are no plans for a sequel at the moment, but we can always hope.

Remember, we need the feedback of all Power Club members to help make Nintendo games, and the Power Club, the greatest ever. So send us your questions about the games. If you're stuck somewhere, or need to know the best way to gain the next level, send us your questions.

And let us know what you think of the Power Club, the Power Flash and the NES. Till next time, may your life force be strong and the minions of Ganon weak.

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